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Subject: Renegade Alert Gunboat

Posted by [Aircraftkiller](#) on Mon, 21 Jun 2004 07:16:32 GMT

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Armed with a two inch cannon, the Gunboat is the primary brown-water (shallow water) unit in the Allied naval fleet. Essentially a patrol boat, its missions include ASW (Anti-Submarine Warfare) to which it is equipped with launchable Depth Charges, and anti-tank and structure roles. It is the fastest vehicle on the sea, reaching speeds up to 35 MPH.

Priced at \$500, it does decent damage to armor, buildings, and very little to soldiers. It only launches one Depth Charge at a time, from the main cannon, due to W3D limitations... Which ironically make it play just like Red Alert.

It can take three Submarine torpedoes before going under. Its destruction animation will show it sinking for about 50 meters before it blows up underwater. It holds one person.

Model was done by Sir Phoenixx. Set of three textures was done by myself.

<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=2525&st=0&#entry46823>

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Subject: Renegade Alert Gunboat

Posted by [xptek\\_disabled](#) on Mon, 21 Jun 2004 07:21:01 GMT

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Looks much better with a texture. It's not all purple.

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Subject: Renegade Alert Gunboat

Posted by [icedog90](#) on Mon, 21 Jun 2004 08:20:17 GMT

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Dandy.

Too bad W3D can't support people actually walking on the boat. To see that, you'd have to play BF1942.

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Subject: Renegade Alert Gunboat

Posted by [M1Garand8](#) on Mon, 21 Jun 2004 12:04:03 GMT

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Nice GunBoat

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Subject: Renegade Alert Gunboat  
Posted by [Sir Phoenixx](#) on Mon, 21 Jun 2004 14:41:10 GMT  
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xptekLooks much better with a texture. It's not all purple.

Are you talking about my renders of the model, like the one below?

That's not purple, that's blue.

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Subject: Renegade Alert Gunboat  
Posted by [m1a1\\_abrams](#) on Mon, 21 Jun 2004 15:10:56 GMT  
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I disagree. I'd say that's violet.

Nice boat.

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Subject: Renegade Alert Gunboat  
Posted by [Xtrm2Matt](#) on Mon, 21 Jun 2004 15:57:59 GMT  
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Looks good

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Subject: Renegade Alert Gunboat  
Posted by [Sir Phoenixx](#) on Mon, 21 Jun 2004 17:12:42 GMT  
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m1a1\_abramsI disagree. I'd say that's violet.

It doesn't matter if you agree or not, it's not violet/purple, not even slightly.

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Subject: Renegade Alert Gunboat  
Posted by [flyingfox](#) on Mon, 21 Jun 2004 18:28:18 GMT

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I like the model but I think the boat its-self looks a bit plain.. maybe if you added more objects and things around the deck, like cargo boxes, holders, maybe even a SAM site if that is possible. Also, I believe you now know how to make lights work.. why not add a light to the front?

Renegade gunboat:

<http://www.n00bstories.com/image.fetch.php?id=1343111562>

<http://www.n00bstories.com/image.fetch.php?id=1409722439>

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**Subject: Renegade Alert Gunboat**

Posted by [KIRBY098](#) on Mon, 21 Jun 2004 18:33:06 GMT

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The information you are posting is irrevlevant, because you are posting gunboat data for the Renegade version of it. The Red Alert version had a cannon. Not a rocket launcher like cnc 95, and Renegade did.

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**Subject: Renegade Alert Gunboat**

Posted by [xptek\\_disabled](#) on Mon, 21 Jun 2004 19:15:01 GMT

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Sir PhoenixxptekLooks much better with a texture. It's not all purple.

Are you talking about my renders of the model, like the one below?

<snip>picture</snip>

That's not purple, that's blue.

Yes, I am. For some reason on my monitor they appear purple.

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**Subject: Renegade Alert Gunboat**

Posted by [Drkpwn3r](#) on Mon, 21 Jun 2004 19:16:01 GMT

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xptekFor some reason on my monitor they appear purple.

Same here

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**Subject: Renegade Alert Gunboat**

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Posted by [icedog90](#) on Mon, 21 Jun 2004 20:53:30 GMT

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I don't see why you guys have to argue about the color?

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Subject: Renegade Alert Gunboat

Posted by [Sir Phoenixx](#) on Mon, 21 Jun 2004 22:37:48 GMT

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flyingfoxl like the model but I think the boat its-self looks a bit plain.. maybe if you added more objects and things around the deck, like cargo boxes, holders, maybe even a SAM site if that is possible. Also, I believe you now know how to make lights work.. why not add a light to the front?

Renegade gunboat:

<http://www.n00bstories.com/image.fetch.php?id=1343111562>

<http://www.n00bstories.com/image.fetch.php?id=1409722439>

This might be a shock, but RenAlert is a mod based off of Red Alert, not Renegade or Tiberian Dawn. It has as much detail as the references. It's a gunboat, they don't have random boxes laying around the ship, plus, it's not supposed to have a missile launcher at all, adding a SAM to it would be stupid and pointless. The only thing you said that was even slightly valid was the light, but that's also pretty pointless.

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Subject: Renegade Alert Gunboat

Posted by [flyingfox](#) on Mon, 21 Jun 2004 23:24:04 GMT

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Sir PhoenixxThis might be a shock, but RenAlert is a mod based off of Red Alert, not Renegade or Tiberian Dawn.

Really?

The Renegade gunboat is also a gunboat (lol) and it has holders lying around the back for some reason, I dunno, to give it more detail and realism or something. And sue me, I thought it would make sense to use a ship that actually had defense against airborne threats and the ability to see ahead of its-self in the dark.

Also, do you have copies of these references you can post?

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Subject: Renegade Alert Gunboat

Posted by [rm5248](#) on Tue, 22 Jun 2004 00:50:52 GMT

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flyingfoxAlso, do you have copies of these references you can post?

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Subject: Renegade Alert Gunboat  
Posted by [Sir Phoenixx](#) on Tue, 22 Jun 2004 01:54:21 GMT  
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I posted all of the referrences on the bottom of this page, and top of the next.  
<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=2525&st=45>

Quote:And sue me, I thought it would make sense to use a ship that actually had defense against airborne threats

You do realize you \*can\* aim up in Renegade/RenAlert, right? :rolleyes:

Would it make sense to have a SAM launcher on \*a\* ship? Yes. Would it make sense to have a SAM launcher on the Red Alert Gunboat? No, because the RA Gunboat didn't have missiles, and it would unbalance things and make the Destroyer almost pointless to use.

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